

## WEST Search History

[Hide Items](#) | [Restore](#) | [Clear](#) | [Cancel](#)

DATE: Monday, January 31, 2005

| <u>Hide?</u>   | <u>Set Name</u> | <u>Query</u>   | <u>Hit Count</u> |
|--|-----------------|--|------------------|
| <i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i> |                 |  |                  |
| <input type="checkbox"/>                                       | L16             | l13 not l14  | 13               |
| <input type="checkbox"/>                                       | L15             | L12 and render\$3  | 18               |
| <input type="checkbox"/>                                       | L14             | L12 same render\$3   | 5                |
| <input type="checkbox"/>                                       | L13             | L12 and render\$3  | 18               |
| <input type="checkbox"/>                                       | L12             | cop\$4 adj5 (graphic\$3 or data or image ) adj7 memory adj6 frame buffer   | 25               |
| <input type="checkbox"/>                                       | L10             | L9 and render\$3   | 21               |
| <input type="checkbox"/>                                       | L9              | L1 same transfer\$4 near4 data   | 28               |
| <input type="checkbox"/>                                       | L8              | L7 and render\$3   | 2                |
| <input type="checkbox"/>                                       | L7              | L1 same cop\$4 near4 data  | 2                |
| <input type="checkbox"/>                                       | L6              | L1 and cop\$4 near4 data   | 44               |
| <input type="checkbox"/>                                       | L5              | L4 and \$5processor  | 1                |
| <input type="checkbox"/>                                       | L3              | L1 and cop\$4 near4 graphic\$3 near5 memory  | 7                |
| <input type="checkbox"/>                                       | L2              | L1 same cop\$4 near4 graphic\$3 near5 memory<br>(ram or memory ) same graphic\$3 adj3 (engine or card or accelerator or module<br>or device or block or unit or component or element or logic or \$5processor) | 2                |
| <input type="checkbox"/>                                       | L1              | same (vram or (video near3 memory)) same frame buffer same (cpu or<br>\$5processor or proces\$4)   | 238              |

END OF SEARCH HISTORY